	Туре	L#	Hits	Search Text	DBs	Time Stamp
1	BRS	L1	2228	((schedul\$4 or (off adj2 load\$4 adj3 engine))with (event or report\$4)).clm.	USPAT;	2006/10/22 22:56
2	BRS	L2	68	((schedul\$4 or (off adj2 load\$4 adj3 engine))with (event or report\$4) with engine).clm.	·	2006/10/22 23:06
3	BRS	L3	0	((schedul\$4 or (off adj2 load\$4 adj3 engine))with (event or report\$4) with engine with prompt\$4).ab.	USPAT;	2006/10/22 23:06

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TITLE: Apparatus and method for determining and scheduling

resources

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CROSS-REFERENCE TO RELATED APPLICATION

[0001] This application claims the benefit of U.S. Provisional Application Ser. No. 60/191,401, filed on Mar. 23, 2000, which is incorporated by reference herein.

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Claims Text - CLTX (2):

1) A system architecture for managing event driven activities, selected event driven activities generating a request stimulus, the request stimulus indicating a desire for resource activity; comprising: a) a computer with memory; b) a Resource Manager program stored within said memory, said Resource

Manager receiving the request stimulus, said Resource Manager generating a

request for at least one available resource; c) a Publishing Engine program

stored within said memory, said Publishing Engine in communication with said

Resource Manager, said Publishing Engine receiving said request for said available resource, said Publishing Engine having at least one data structure

responsive to said request for said available resource; d) said Resource Manager generating a request for an event activity schedule; and, e) a Scheduling Engine program stored within said memory, said Scheduling Engine in

communication with said Resource Manager, said <u>Scheduling Engine</u> having at

least one data structure responsive to said request for an <u>event</u> activity <u>schedule</u>, said data structure transforming said available resources into at least one <u>event scheduled</u> activity.

Claims Text - CLTX (6):

5) The system architecture for managing <u>event</u> driven activities of claim 3,

wherein said Publishing <u>Engine</u> further comprises: a) a Time Tube data structure

having at least one data field containing a Time Tube Attribute data structure

and a Time Block data structure, said Time Tube data structure transforming

said Time Tube Attribute data structure and said Time Block data structure into

available resource data transmittable to said <u>Scheduling Engine</u>. b) said Time

Tube Attribute data structure having at least one data field containing a profile of an available resource; c) said Time Block data structure having at

least one data field containing current disposition of said resource data; wherein said Time Tube data structure represents a schedulable resource derived

from said Time Tube Attribute data structure, said Time Block data structure

providing timing constraints of said available resource data.

Claims Text - CLTX (10):

.9) A method for managing event driven activities, the event driven

activities generating a request stimulus, the request stimulus indicating a desire for resource activity, comprising: a) receiving the request stimulus by

a Resource Manager, said Resource Manager responsive to the requested stimulus

and generating a request for an available resource; b) communicating said request for an available resource to a Publishing Engine, said Publishing Engine having at least one data structure responsive to said request for said

available resource; c) communicating a request for <u>schedule</u> activity to a <u>Scheduling Engine</u>, <u>said Scheduling Engine</u> having at least one data structure

responsive to said request for <u>schedule</u> activity, said data structure transforming said available resource into at least one <u>event scheduled</u> activity.